

I CLAIM

1. Gaming equipment for table games in which playing cards are used, in particular for the game of "Black Jack", including

- gaming table with cloth provided with markings designating playing zones for players and for dealer, as well as areas for placement of playing cards face up,
- card shoe for storage and distribution of playing cards drawn from it face down, the said card shoe is equipped with optical electronic sensor of playing cards' movement and with playing cards imprint value recognition unit (playing cards are drawn from the card shoe),
- monitoring system of the game run, the said monitoring system includes objects' presence on the table recognition unit,
- Information storage system,
- computer, connected to separate functional units by wire or wireless communications, the said computer is supplied with electronic data processing system programmed in accordance with the game rules,

the said electronic data processing system allows to evaluate signals coming

- to the first input of the electronic data processing system from the output of the playing cards imprint value recognition unit (the cards are drawn from the card shoe face down),
- to the second input of the electronic data processing system from the objects' presence on the table recognition unit,
- the third input of the electronic data processing system is connected to the first output of the computer,
- the second output of the computer is connected to the input of the information storage system,
- the first output of the electronic data processing system is connected to the first input of the computer,

- the input of the computer processed data visualisation device (the said data characterize the game run) is connected to the third output of the computer,

which excels with the fact that the dealer's sector is additionally equipped with credit control unit and player commands visualisation unit, and also monitoring system of the game run additionally contains player bet control units and player game control units, positioned in each player's sector,
moreover

- the outputs of player bet control units are connected to the fourth input of electronic data processing system,
- the outputs of player game control units are connected to the fifth input of electronic data processing system,
- the output of credit control unit is connected to the sixth input of electronic data processing system,
- the input of credit control unit is connected to the second output of electronic data processing system,
- the input of players' commands visualisation unit is connected to the third output of electronic data processing system,
- the inputs of player bet control units are connected to the fourth output of electronic data processing system,
- the inputs of player game control units are connected to the fifth output of electronic data processing system.

2. Gaming equipment as in claim1, which excels with the fact that credit control unit and players' commands visualisation unit, as well as each player game control unit and each player bet control unit are implemented as sensory displays, each comprising a touch sensitive panel, the said panel contains one or more zones for entering control commands, and/or liquid-crystal active colour matrix, the said matrix contains one or more zones for displaying information about the game run, moreover the output of each unit's touch sensitive panel is connected via corresponding controller to the output of the corresponding unit and the input of each unit's liquid-crystal active colour matrix is connected via corresponding controller to the input of the corresponding unit.

3. Gaming equipment as in claims 1, 2, which excels with the fact that each player bet control unit contains zones for entering operating commands "credit purchase", "credit sale", "bet" as well as numerical board, numerical indicator of players' places and zone for displaying information about the game run.

4. Gaming equipment as in claims 1,2, which excels with the fact that each player game control unit contains zones for entering operating commands "hit", "split", "double down", "insurance (yes,no)" , "stop" as well as zone for displaying information about the game run "total value".

5. Gaming equipment as in claims 1,2, which excels with the fact that credit control unit contains zones for entering operating commands, the said zones are presented as numerical board and numerical indicator of players' places, moreover zones "bet" and "credit" for displaying information about the game run are situated opposite each player's place number, each said zone "credit" is divided in three parts: "credit value", "purchase", "sale".

6. Gaming equipment as in claims 1,2, which excels with the fact that players' commands visualisation unit contains zone for entering operating commands, the said zone is presented as numerical indicator of players' places, moreover zone for displaying information about the game run is situated opposite each player's place number.

7. Gaming equipment as in claim 1, which excels with the fact that the dealer's sector is additionally supplied with optical electronic sensor, the output of the said sensor is connected to the seventh input of the electronic data processing system.